

**CrASH COURSE START FOR TET  
EXAM( BTET,HTET, HSSC, APS,  
KVS, DSSSB, nvs, nta net ETC)**

**referl code-**

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# IF YOU LIKE THIS COURSE

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**HTET 2014  
PREVIOUS YEAR  
QUESTION PAPER  
DISCUSS IN DETAIL .**

- **1. \_\_\_\_\_ is not a physical tag.**
  - a) `<B>`
  - b) `<S>`
  - c) `<Small>`
  - d) **None of these**

Tag	Meaning	Display style
<code>&lt;b&gt;</code>	<b>Bold contents</b>	<b>Bold</b>
<code>&lt;big&gt;</code>	<b>Increased font size</b>	<b>Bigger text</b>
<code>&lt;blink&gt;</code> (obsolete)	<b>Alternating fore- and background colors</b>	<b>Blinking text</b>
<code>&lt;i&gt;</code>	<b>Italic contents</b>	<i><b>Italic</b></i>
<code>&lt;small&gt;</code>	<b>Decreased font size</b>	<b>Smaller text</b>

<b>&lt;s&gt;, &lt;strike&gt; (depre- recated)</b>	<b>Strikethrough text</b>	<b>Strike</b>
<b>&lt;sub&gt;</b>	<b>Subscripted text</b>	<b><sub>sub</sub>script</b>
<b>&lt;sup&gt;</b>	<b>Superscripted text</b>	<b><sup>sup</sup>erscript</b>
<b>&lt;tt&gt;</b>	<b>Teletypewriter style</b>	<b>monospaced</b>
<b>&lt;u&gt; (deprecated)</b>	<b>Underlined contents</b>	<b>Underlined</b>

- **2. \_\_\_\_\_ first proposed the process of normalization.**
  - a) Edward Stephen
  - b) Edward Codd
  - c) Edgar W. Codd
  - d) **Edgar F. Codd**

- **Normalization is the process of reorganizing data in a database so that it meets two basic requirements:**
- **(1) There is no redundancy of data (all data is stored in only one place), and**
- **(2) data dependencies are logical (all related data items are stored together).**
- **Normalization is important for many reasons, but chiefly because it allows databases to take up as little disk space as possible, resulting in increased performance.**

- **3. A \_\_\_\_\_ uses physical addresses.**
  - a) Router
  - b) Repeater
  - c) Gateway
  - d) **Bridge**

4. C++ was developed by\_\_\_\_\_

- a) Dennis Ritchie
- b) Edgard Codd
- c) Ivan Bayross
- d) **Bjarne Stroustrup**

- **5. \_\_\_\_\_ is also called class interface.**
  - a) **Member function**
  - b) Program access level
  - c) Data Member
  - d) Class tagname

- **6. \_\_\_\_\_ is an example of Half Duplex System.**
  - a) Keyboard
  - b) Monitor
  - c) Telephone
  - d) **Walkie-Talkie**

- **Half-duplex data transmission means that data can be transmitted in both directions on a signal carrier, but not at the same time.**
- **For example, on a local area network using a technology that has half-duplex transmission, one workstation can send data on the line and then immediately receive data on the line from the same direction in which data was just transmitted.**
- **Like full-duplex transmission, half-duplex transmission implies a bidirectional line**

- 7. \_\_\_\_\_ shortcut key is used to insert a new slide in the document presentation.
  - a) Ctrl + N
  - b) Ctrl + O
  - c) **Ctrl + M**
  - d) Ctrl + F



- **9. \_\_\_\_\_ are data items that never change the values during a program run.**
  - a) Integers
  - b) Variables
  - c) **Literals**
  - d) Float

- A literal is a notation for representing a fixed value in source code. Almost all programming languages have notations for atomic values such as integers, floating-point numbers, and strings, and usually for booleans and characters; some also have notations for elements of enumerated types and compound values such as arrays, records, and objects. An anonymous function is a literal for the function type.

- **10. \_\_\_\_\_ is a way to bind the data & its associated functions together which allows them to be hidden.**
  - a) Structure
  - b) Enum
  - c) **Class**
  - d) None of these